
NO BUST BLACKJACK

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a “Wild” card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

P L A Y E R S

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players		
Player's Hand	Dealer's Hand	Player's Hand
<u>Soft&Hard 20</u> <u>Soft&Hard 21</u> <u>Natural 22</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

If a player receives no action, no rebate, refund, or no collection will be given to the player

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
Player's Hand	Must Hit or Stand	Player's Hand
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total “Natural 22”.
- “Natural 22” is two Jokers, and beats all other hands.

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's
Total is more than "Natural 22".....**Player Wins.**
3. If a player's total is more than (Natural 22), and the player/ dealer's is more than
(Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
- 4 Player's Joker-Joker pays 2 to 1.
5. Players can surrender on their first 2 card, and forfeit half of their wager.
6. If the player –dealer's hand is a natural, double down and split wager receives no action.
7. All pay-off to the extent that player/dealer's money covers.

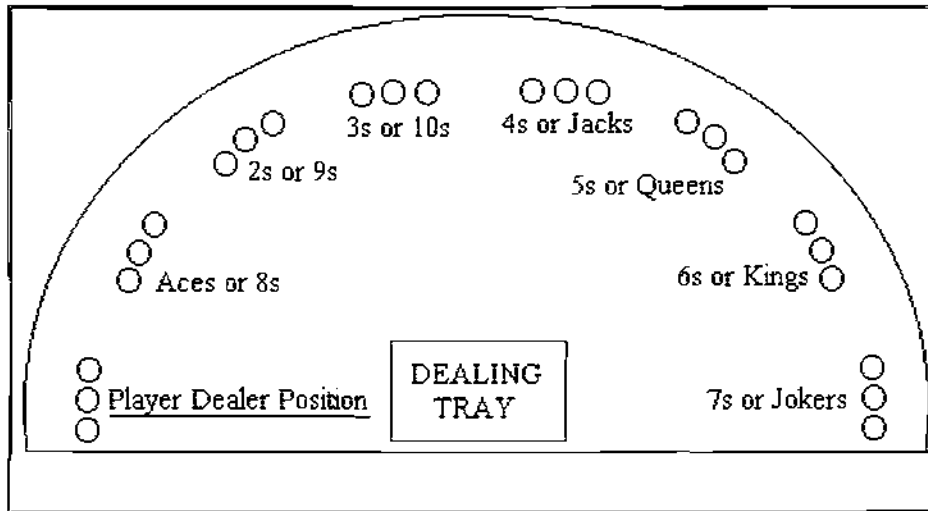
ADDITIONAL GAME RULES

1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.
4. Players with non-joker hands have the option to draw additional cards.
5. The game is played with a standard eight decks of 52 cards with one joker.
6. The game plays on a blackjack style 8 hands table.
7. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.
8. Third Proposition Players only prescribed by law are permitted to play.
9. Back line betting is allowed based on local jurisdiction ordinance. The game is eight handed.
10. "Round of Play" .Players chooses their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players must post minimum wager or more in accordance with table limits. Cards are dealt clock wise starting from left of the player/dealer position.

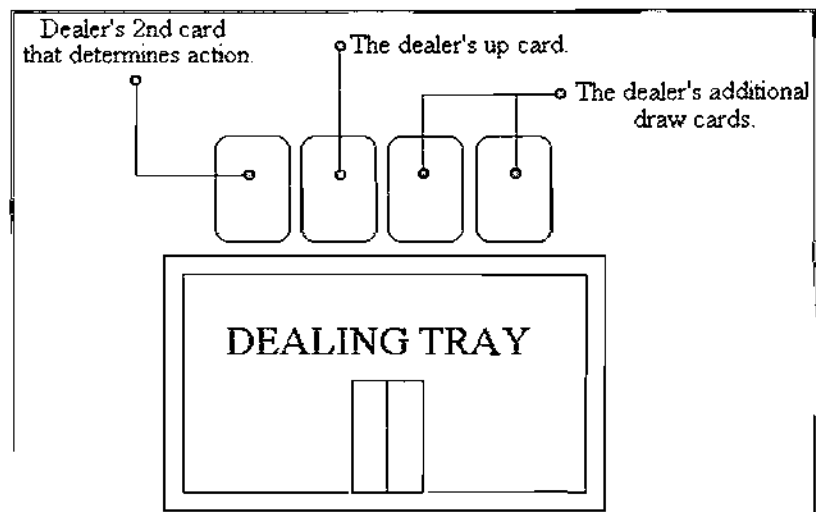
PLAYER DEALERS' HAND AND DRAW CARDS:

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
 - d1) Must HIT on soft 17 or less.
 - d2) Must STAND on hard 17 or more.
 - d3) No options are given to the player dealers.



TEXAS HOLD-EM

In Texas Hold-Em each player receives two uninterrupted cards singly dealt face down as their initial hand. There is a round of betting after these cards have been delivered. Three board cards (called "the Flop") are now turned simultaneously face up in the center of the table and another round of betting occurs. The next two board cards are turned face up in the center of the table, one at a time with a round of betting after each card. These board cards are community cards shared by all active players at the table. At the completion of each hand each active player will have 7 cards, two personal and five community cards that are turned face-up in the center of the table. A player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best high hand.

Hold-Em uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first. One or more blind bets are used to start the action and initiate play. Blinds are posted by players who sit consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are considered to be live and if there are no raises, blind may raise themselves when the action comes to them. When a single blind is used all action will start from the immediate left of the button.

TEXAS HOLD-EM RULES

1. Check and raise is permitted.
2. A bet and three raises are allowed for each betting round. There is no limit of raises with only two players remaining.
3. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot.
4. Only a full bet constitutes a raise anything less than a full bet is considered to be action only and can not be raised unless raising a previous full bet. A player has the right to go all-in.
5. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
6. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
7. A card found face up in the deck (boxed card) shall be treated as a "scrap of paper". A Joker that appears in a game that does not use a Joker is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, when possible. If not possible, it is replaced by the top card of the deck after completion of the round. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
8. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
9. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.
10. If the flop has too many cards, it will be taken back and reshuffled, except the burn card will remain burned. A new card will be burned before re-flop.
11. If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and a new burn card will be used for this flop.

12. If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then burn a card and put the fifth card on the board.
13. If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
14. Players must have a live hand to play the board.
15. Card speak. Best hand shown down wins. The winning hand must show both cards face up on the table: one card up and the other face down is not a valid hand.
16. A new player will be dealt in immediately.
17. If a player leaves the table for any reason and a blind passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind.
18. The dealer button always moves forward and the blinds are adjusted accordingly.

TEXAS HOLD-EM STRUCTURES

SPLIT LIMIT

- A. In the first two rounds of betting (one round before the "flop" of the first three up cards, another after the flop), bets and raises must be at the lower limit (for example, \$5 in a \$5-\$10 game).
- B. In the last two rounds of betting (on the "turn", i.e. after the fourth up card has been turned, and on the "end" or the "river", i.e. after the fifth and final up card has been turned,) all bets and raises must be at the higher limit.

POT-LIMIT

In a Pot-Limit game, there are designated blinds and a designated minimum opening bet. After these bets, any player may bet or raise the amount of money in the pot. In raising the pot, a player must consider the total amount of called bets, including his own call, as part of the pot.

NO-LIMIT

In a No-Limit game, there are designated blinds and/or antes plus a designated opening bet. beyond this structure, any player may bet any amount of money he has on the table.

- *** NOTE: All No-Limit Poker games are table stakes. Players may only bet or call the money they have on the table, going "all-in". No player can lose a pot because he does not have enough money to call a bet.

SEVEN CARD STUD

The highest ranking hand wins the pot. The game is normally played with an ante of 10% to 25% of the initial bet, though certain games may have no ante at all. To start the hand each player is dealt two downcards and one up card. The low card determined by suit in alphabetical order (club, diamond, heart, spade), begins the action on the first betting round with a forced bet. On all subsequent rounds the high card acts first. If there are two hands of equal high value, the player will receive three more upcards and a final card face down, with a betting round after each card. At the completion of each hand all active players will have 7 cards—three cards face down and four cards face up. A player may use any combination of 5 cards to make their best high hand.

Seven card stud is normally contested at limit poker. Usually the limit is fixed and a player must bet that amount, except on the initial forced bet, completing a bet or going all-in. Most fixed-limit games have a double limit, with the lower limit used on the early rounds and the higher limit (which is usually double the lower limit) on the later rounds. The lower limit is used initially, and the upper limit after the fifth card or an open pair. On the showdown a player used his best five-card poker hand selected from the seven cards he possesses.

SEVEN CARD STUD RULES

1. The winning hand must show all cards prior to the pot being awarded. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The player instituting the action must turn their hand over first upon completion of all action and the best hand wins.
2. Card speak. Best hand shown down wins.
3. No rabbit hunting. No one other than the dealer is allowed to touch the discards.
4. Check and raise is permitted.
5. A bet and three raises are allowed for each betting round. Completing an opening forced bet does not count as a raise. There is no limit of raises with only two players remaining. The player who puts in the forced bet may open for the full limit if he chooses.
6. String bets or raises are not allowed. A player must put in the full amount of chips at one time or verbally declare the raise.
7. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet unless he announces "raise".
8. A player may get full action on his money, though only a full bet constitutes a bet or raise. Anything less than a full bet is considered to be action only.
9. Suits do not count in the ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest card for a forced bet.
10. A card placed face up in the deck (a boxed card) shall be treated as if it were not there. It will be replaced by the next card below it in the deck. The Joker shall be treated as a boxed card. If it is dealt to a player as a down card it will be replaced after that round of cards have been dealt. If a player does not call attention to the Joker among his down cards before acting on his hand, he has a foul hand and forfeits all rights to the pot.
11. A player must be at the table to receive a hand. If a player antes or asked to be dealt in, but is unable to make it back to the table in time to act in his hand, he forfeits his ante and has a dead hand. The forced bet will be put in for the player, if that obligation applies.
12. If a player does not have the correct number of cards on the deal, he receives his ante back and is out of the hand. If it is not discovered before there has been an opening bet the player has a foul hand and forfeits all rights to the pot and all monies involved.

13. A misdeal is not called because an ineligible player is dealt a starting hand. A misdeal occurs when a player who has anted is dealt out, provided attention is called to the error before there is action.
14. Any hand that remains intact is not dead until it has been killed by the dealer. A hand that has been discarded but has not touched the muck may be retrieved and ruled a live hand, even if the dealer has touched it, provided the act of throwing it away has not induced another player to muck his hand. To have the hand considered live, turning it up may only be done by the owner of that hand or the dealer acting at the owner's explicit request. A hand thrown away and turned face up by another player or is requested to be turned up by the dealer by another player is not a live hand and may be used for informational purposes only.
15. If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
16. When a player turns any of his upcards over after a bet has been made, he concedes all rights to the pot.
17. A player must have seven cards in order to win. Any other number of cards constitutes a dead hand. Players must protect their own hand at all times.
18. If a player's first or second hole card is accidentally turned up, the third card is dealt down. If both cards are dealt up, the player has a dead hand and receives his ante back. If a card is accidentally dealt off the table and:
 - A) it is an upcard, it must play
 - B) it is a downcard, it will be treated as an exposed card.
19. If a dealer deals a dead seat a down card (the first or second card) and the error cannot be corrected, it is a misdeal, providing there has been no action. If it occurs on an upcard, it will be corrected by moving the card to the proper position. If it occurs on the final down card and cannot be corrected, the hands will play.
20. If a dealer burns and deals a card before a round of betting has been completed that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded play then resumes in a normal fashion.
21. If a dealer burns two cards or fails to burn a card, if possible, move the cards to the right positions to rectify the error. If it happens on a down card, and there is no way to tell which card was received then the player must accept that card.
22. If a dealer turns the last card face up to the first player all remaining players will receive their last card face up. The player who was high on the sixth card remains high and betting continues as normal. If players have already received down cards before a card is accidentally turned up, any remaining exposed card or cards will be replaced after the last player has received his final card.
23. If a player makes an open pair on the fourth card, that player has the option of betting either the higher or lower limit for the hand; i.e., in a \$5-\$10 game, if the player makes an open pair on the fourth card that player has the option of betting either \$5 or \$10. If he bets \$5, the next player or players may raise in increments of \$5 or \$10. If that player checks all other players in turn have the option to bet either \$5 or \$10.
24. If the dealer is going to run out of cards before all will deal down to the last card in the deck. Scramble that card along with the burn cards, cut, burn a card and continue to deal the final card to the remaining players. In the event that there is not enough cards using this method to give the remaining players a complete hand the dealer will mix the last card and burn cards, cut the deck, burn a card, and turn the top card face up. This card will act as a community card for the players that do not have a complete hand.

25. If the Joker is in use unless otherwise stated it shall be used as a Ace anywhere to fill in a straight or a matching suit to complete a Flush.

SEVEN CARD STUD VARIATIONS

SEVEN STUD HI/LO/ 8

This is another variation of 7-Card Stud where there can be two winners. The best HIGH hand splits the pot with the best LOW hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better". If there is a qualifier, the betting rules are like 7 Card Stud. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. The low card by suit (Clubs are lowest, Diamonds, Hearts, then Spades) initiates betting action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer acts first. Structured limit games use the lower limit on 3Rd Street and 4TH Street and the upper limit thereafter, with an open pair NOT affecting the limits. Aces may be used for high or low and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as high hand or not, to make his best low hand. Should the Joker be in use for high hand unless otherwise stated it shall be used as an Ace or anywhere to complete a straight or a matching suit to complete a Flush. It shall be wild in counting as the lowest missing card in the hand.

RAZZ (7-CARD LOW)

The rules for 7-Card Razz are exactly the same as 7 Card-Stud, except that Razz is a Lowball game. Since pairs are of no value in Razz, the bet on the fourth card in a structured game is always for the lower amount. In Stud, the low card initiates the action and the high hand is first in each subsequent round, while in Razz, the high card has the forced opening and the low hand is first to act thereafter.

STUD 5 CARD

The game is normally played where all players ante a designated amount, although it can be played where only the dealer antes or even no ante at all. To start the hand each player is dealt one card face down and one card face up. The following three cards are all dealt face up. The lowest card or sometimes the highest card as designated begins the action on the first round. On all subsequent rounds the highest hand showing initiates the action. After the completion of the deal each player will have 5 cards one face down and 4 face up. The highest poker hand wins the pot. Five (5) Card Stud is usually a limit game, although it can be played no limit also. Most limit games are a split limit. The lower limit used on early rounds, the higher limit (which is usually double the lower limit) on the later rounds of betting.

LOWBALL

In Lowball, the "worst or lowest" Poker hand wins. Straights and flushes do not count against the player. The best Lowball hand, therefore, is A-2-3-4-5 and 2-3-4-6-7 is better than a 2-3-5-6-7. Lowball is played with a 53 card deck. The Joker must be used as the lowest card not already present in the player's hand. Lowball games have two different types of betting structures.

A. Straight Limit. All bets and raises are of the same amount. Example: Bet (4) raise (4), re-raise (4).

B. Spread Limit. All bets and raises are within the predetermined spread. Example: Limit (4 - 20) bet 4, raise 8, raise 15, re-raise 20 (maximum). On occasion the predetermined maximum spread could be increased by a player killing the pot.

LOWBALL RULES

1. Players must protect their hand at all times.
2. Card speak, best hand shown down wins the pot. Any player continually miscalling his hand will be cashed in.
3. Dealer must discard before picking up deck for the draw or dealer's hand is dead.
4. A player (except the dealer) may draw no more than five cards; the dealer may draw no more than three.
5. If the dealer makes a mistake on the draw, his hand could be ruled foul. (Cards exposed are not a mistake.)
6. In Low Draw if a seven or better is checked after the draw and is the best hand, all bets after the draw are returned.
7. Bilingual players must respect other players while hands are in play.
8. Only a full bet constitutes a raise. Players have a right to go "all-in". Any "all-in" raise not equal to the proceeding bet is considered action only.
9. A short bet or call must be completed, if a player acting in turn releases chips on the table with a forward motion, it constitutes a bet or call.
10. Initial buy in must be for a specified amount of chips designated by the house, thereafter only one buy of a lesser amount (short buy) is allowed after each full buy.
11. A hand is not considered dead if upon the floormans discretion it is considered retrievable.
12. No string bets.
13. Please do not criticize other players or use loud or vulgar language.
14. If a pot is over killed the player that killed the pot acts second to last before the draw.
15. If a pot is killed, and the player that killed the pot raises, the action goes back to the player that opened the pot and proceeds to other players in the order that they came into the pot.
16. An exposed card must be "face up" the ability to call the card does not qualify it as an exposed card.
17. Dealer must take all exposed cards at all times.
18. Each player must act in turn. Acting on a hand out of turn is not binding. If any delay is encountered a player should call "time" to ensure his silence is not interpreted as a pass. If two subsequent players, act due to a players silence, the hand is dead and may not be played.

19. Do not expose any cards at any time except on show down.
20. If a player shows cards to one, he must show them to all, if desired by other player (s).
21. If a bet has been made and called, or check-check after the draw, any player may see any of the hands in play at the showdown.
22. Five cards constitutes a playing hand more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.
23. Before the draw, the top card from the stub of the deck must be discarded (burned). The dealer may not pick up stub or "burn" card until all the action before the draw has been completed, whether he is in the pot or not.
24. If the dealer takes the burn card, his hand is ruled foul. If the dealer deals the burn card to a player who places it in his hand the card plays, but the dealers hand is ruled foul.
25. On the draw a player may change the number or cards called for providing the next player has not acted.
26. A verbal declaration in turn which causes another player to act in turn, or money in the pot is binding. However, a player raising a bet should usually declare the raise. A call made behind the raise may be withdrawn if the raise was not clearly declared.
27. Until the first action after the draw is taken the dealer must correctly state the number of cards drawn by the other players. The dealer must correctly state at anytime the number of cards he has drawn.
28. A knock in turn usually constitutes a pass; but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand not knowing the pot has been raised may still play his hand, despite action taking place behind him.
29. Discards must be placed in the center of the table and remain there until play is over.
30. Upon floormans approval players may look at one or two cards then kill the pot. Dealer should stop dealing to allow players to look to see if they want to kill the pot. No kills will be allowed after subsequent cards are dealt.
31. A player who is "all-in" must make a verbal declaration at that time or is subject to lose all rights to the pot.
32. Cards must be cut before each deal by the player to the right of the dealer. A one handed straight cut of eight or more cards is a legal cut. Cards may not be cut after initial deal except on floormans request.
33. If the deal is determined to be out of position and there has been no action, all hands are redealt. If the pot has been opened, play continues and the deal rotates from the position of the last dealer.
34. Two extra cards off the deck on the deal constitute a misdeal. Also if the first card dealt is turned over it is deemed a misdeal. In both instances, hands are redealt.
35. If one or more cards of the same suit or value, or cards of a different color appear in the deck. The deck is fouled and all hands are dead-no action. Action on all preceding hands stands.
36. If the deck is found to be irregular while pot is in play. It shall be declared "no pot" and all money in the pot refunded. However, once the pot is out of play, no adjustments can be made.
37. Cards face up in the deck (boxed cards) are dead and are dealt into the discards. A group of five boxed cards in the deck is a misdeal.
38. Player saying "deal me in" who has not returned to his seat after the dealer has dealt a hand past him cannot receive a hand. If a player is dealt a hand and has not returned to his seat in time to act in turn, his hand is dead and put into the discards. If a player sitting at the table at the beginning of the deal is not dealt a hand, action is stopped and the hand is redealt.
39. Before the draw, the first player to act is the player to the left of the blind; after the draw, it is the player to the left of the dealer.

40. In Low Draw, checking and raising is not allowed.
41. A player moving to a different game must have the specified "buy-in" unless he is from a broken game. Game must be equal to or lower than the broken game to enter with a short buy.
42. Newly seated players will be dealt in immediately.
43. A player who leaves a game one full round, or does not complete the blind, must come back on the blind or straddle the blind. A player changing seats in a game must wait out the number of hands required to put him in the same relative position to the blind as the seat he vacated, or straddle the blind.
44. The limit of the game indicates the maximum amount of each bet. There are no restrictions on the number of bets or raises unless indicated by the house, or as imposed by the table stakes rule.
45. Changes in the limit of a game may be made only after floorman's approval.
46. Chips not used in a particular game are negotiable in the bets of that game only in appropriate increments.
47. A player may only cash in chips when he quits the game. If a player quits a game and returns to the same game in less than one half hour, he must come back with a least the same amount of chips that he left with.
48. All chips must remain on the table, only cards and chips are allowed on the card table. If money is placed on the table, chips must be requested.
49. In no case will anyone be allowed to play over another players chips. No person may play another players chips for more than one round. (Decision of Management.)
50. All table changes must be taken immediately you will be dealt a hand at the new table, regardless of any change in game limit, without having to kill the pot.
51. After a new player is seated or a "buy-in" is placed at a seat, no changes in seating will be made.
52. Players in a short game (4 handed or less) may not change seats unless a new player enters the game.
53. A player is allowed 30 minutes to eat or go for funds. When time is up, chips will be removed and seat forfeited. Players name will then be placed on the waiting list.
54. If you leave a game and want your seat held for you, you must tell the floorman.
55. Once a pot is out of play, no decision can be rendered by the floorman.
56. On a showdown, all cards in a hand must be shown, best intact hand wins.
57. Potting is allowed for refreshments, food or cigarettes only.
58. Cards off the table may not be played.
59. No "Rabbit Hunting".
60. Decision of management is final.
61. Comstock Casino reserves the right to refuse or restrict privileges at anytime.

PAN

The objective of this game is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win money from the other players in different ways that will be described below.

Eight decks of regular playing cards are used to play the game: 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades are deleted from the deck.)

Cards in each suit rank as follows: King being the highest, Queen, Jack, 7,6,5,4,3,2,A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.

PAN RULES

1. The Deal: The dealer will shuffle and cut the cards before each deal. Players are dealt 10 cards, five (5) at a time in a counterclockwise direction. The dealer will start with:
 - A. The player who is dealt the lowest card face up at the beginning of a new game.
 - B. The winner of the last hand.
 - C. The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
2. The Draw: Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand.
3. The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.
4. Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.
5. A drawn card is discarded when it is released toward the dealer.
6. Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.
7. A player overlooking or ignoring an option card which can be used in one of board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option without forcing it; he may subsequently decide to force it.
8. If the rotation of the draw becomes confused, the dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the dealer will follow these guidelines:
 - A. Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there;
 - B. Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid;
 - C. When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.

9. **The Play:** Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.
10. **After drawing and before discarding,** the player may meld as many sets or runs as he holds or may add to his existing melds.
11. **Set:** Three cards or more of the same rank but all of different suits, also would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non-comoquers.
12. **Forcing Cards:** If the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.
13. A player may not give the out card to another player with ten (10) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.
14. A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.
15. Any player in action may choose to end the hand for lower pay by forcing the out card.
16. **Foul Hand:** A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.
17. **Irregularities:** If, before the player has made his first draw, he finds he has nine cards, the dealer will deal the player an additional card. If the player has eleven cards, the dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.
18. If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he made for conditions. In addition he must continue to make due payments to others for their winnings.
19. **Going Out:** When a player shows eleven cards in melds, he collects two chips from every player. A player also collects for each valid condition.
20. When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it, that puts the opponent to his right out.
21. **Incorrect Meld:** If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it, there is no penalty.
22. **Pays and Collections:** All collections must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.
23. The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.
24. A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.
25. On the outs, a player having to collect and then cut off a collection must be specific in his statement or action. Simply stating "out on a good one" is not sufficient.
26. A player may ask the dealer for help in calculating the value of a collection or of the outs.
27. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

28. Dealer Enforcement: Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of an injured player unless he promptly calls the problem to the dealer's attention. Players must protect their hands and enforce their rights according to the rules.
29. The dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The outs must be read as the hand lies.
30. The dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).
31. The dealer will foul a player's hand at the request of another player in action when justified by the rules.
32. General: The minimum buy-in is twenty (20) chips or equal value for the condition of the game.
33. Playing for Tops: A player without one chip of the appropriate value has a hand and may continue playing for the Tops.
34. A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.
35. On the deal, foreign cards (8,9,10,Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.
36. Each player is responsible for counting the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.
37. The Floorperson's decision is final in all disputes and in the interpretation of all rules.

MEXICAN POKER

Mexican Poker is similar to 5-Card Stud and is played with a standard deck "stripped" to 41 cards. The 8's, 9's, and 10's are removed, the Joker remains.

The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which 1 card must be face down. After the first two cards are dealt (1 up and 1 down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the player may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest ranking hand wins the pot.

MEXICAN POKER RULES

1. The Joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes and Straights.
2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option of opening at either the lower or upper limit.
3. The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.
4. If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the "Joker" is inadvertently exposed, it will play as if it had been dealt face down--"wild" in all cases.
5. The following hands are considered the same as a straight due to the removal of 8's, 9's and 10's from the deck. "4-5-6-7-J" "5-6-7-J-Q" "6-7-J-Q-K" "7-J-Q-K-A"
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.
7. Because cards on 3RD, 4TH or 5TH streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.
8. If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play it as a down card.
9. A card will be burned on each round, following the second round.
10. Check and raise is permitted.
11. All raises must be at least equal to the size of the last bet.
12. Card speak-hold your hand until you are sure of what your opponent has.

13. Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
14. No string bets or raises.
15. One short buy is allowed for every full "buy-in",
16. Only the player with the dealer button may ask for an additional shuffle. Deal rotates clockwise.
17. If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
18. No Rabbit Hunting.
19. All players will act in turn. If a player checks, the player who checked first must show his hand first.
20. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to that unless action has been taken behind this act.
21. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

RANKING OF HANDS

From Highest to Lowest

1. Five of Kind
2. Royal Flush
3. Straight Flush
4. Four of Kind
5. Flush
6. Full House
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair
11. High Card

Aces may be used as a 1 for a small Straight. "A-2-3-4-5".

Any hand may include the Joker.

SUPER PAN 9

The object of the game is to win your bet by having a higher numerical total of all your cards than the numerical total of the designated Player/Dealer's cards.

Super Pan 9 is dealt using twelve (12) decks totaling 432 cards. Starting with a regular 52 card deck, the 7's, 8's, 9's and 10's are removed.

SUPER PAN 9 RULES

1. The House does not participate in the actual play of the game and has no interest in the outcome of the play. No player ever plays against, or makes a wager against, the House.
2. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
3. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
4. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5. Any amount over the maximum table limit will receive no action.
6. There is NO MAXIMUM on Player/Dealer wagers.
7. "Kum-Kum" bets will be paid off and/or collected as one bet.
8. Players who choose to be "Kum-Kum" must each wager at least the minimum bet permitted at the table.
9. Players who choose to be "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
10. All action goes clockwise, starting with the action button.
11. All cash will be changed to chips. All bets will be paid off with chips.
12. The player who controls the seat is the only active player for that position but, the player with the most money in action will handle the cards.
13. A maximum of two backline bets are allowed on each non-Player/Dealer spot. A third backline bet will not receive action.
14. The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the Player/Dealer position is moved to the next player.
15. Backline players may participate in the play of the hand. If the active player and backline player (s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
16. When the backline player (s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Supervisor to stop the action before the active player acts.
17. In the Player/Dealer position, the largest wager in action makes the final decision on any disagreements on the play of the hand.
18. Only the active Player/Dealer may designate any person to shake the dice, except a House employee on duty. Each player may not shake the dice more than two times consecutively.
19. Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: Possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.

20. The Player/Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand. (See rule #42.)
21. All players must put the entire wager in the spot before the dice are released by the House Supervisor. Only money in the spot plays. Starting "money cover" or other call bets is NOT acceptable.
22. Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
23. No side bets or proposition bets are allowed.
24. The active player has the first option being the Player/Dealer on his spot. If there was no wager on the previous hand, no one may be the Player/Dealer on that spot.
25. Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
26. Any attempts to switch, pass and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player (s) found guilty of such actions will be barred and may be subject to prosecution.
27. Any player removing a losing bet may be barred and/or subject to prosecution.
28. A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
29. Any player having the wrong number of cards or whose hand drops below table level may have a fouled hand. The fouled hand may be used to pay off winning players (to the extent that money covers).
30. All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand the hand will be played according to "House Way".
31. A player may see one hand only, regardless of the number of hands on which he has wagered.
32. When a Player/Dealer's three-card hand totals a 3 or less, the House Supervisor will automatically draw a card. When the Player/Dealer's three-card hand totals 7, 8 or 9, the hand stands.
33. When the player's three-card hand totals a 3 or less and he does not draw a card, he will first be given a verbal warning. If repeated, the player may be dealt out.
34. A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the House Supervisor deals a card off the table, the card is dead and player will receive the next card.
35. No wager can be removed until all hands are opened.
36. All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the Player/Dealer has acted on his hand and before the players hands are read. (Note: an exposed card is defined as one that land face up on the table.)
37. The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
38. A misdeal will be declared if:
 - A. It has been determined before the deal is complete, that cards have gone to the wrong spot.
 - B. If the Player/Dealer has the wrong number of cards.
 - C. If the House Way hand has the wrong number of cards.
39. A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
40. Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing one (1) additional card. In turn, the player table his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the "card" or "no card" position. The House Supervisor will check with each player in turn.

41. When a player requests assistance on the play of a hand by the House Supervisor, a "House Way" button will be placed in that position. In turn, the House Supervisor will play the hand according to the guidelines:
 Draw on five (5) or less
 Stand on six (6) or more
 After the Player/Dealer's hand has been opened and set, the "House Way" hand will be opened and checked in turn. Any "House Way" hand incorrectly played by the House Supervisor will be reset by Management.
42. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

SUPER PAN 9 STRUCTURES

1. Each player, including the Player/Dealer, places their wager before the cards are dealt. This is the only chance to place a bet.
2. The designated Player/Dealer (each player is offered the opportunity to be the Player/Dealer in turn, clockwise starting from seat #1) then shakes the dice cup to determine the order in which the player's hand will be compared to his. In Super Pan 9, the Player/Dealer's position is always 1, 9 or 17; numbers count clockwise.
3. Each player, including the Player/Dealer, is then dealt three (3) cards. The cards have a numerical value corresponding to their face value except for face cards which have a value of zero (see below). An Ace has a value of one.
4. There are eight hands dealt. After the three (3) cards are added together, the last digit of the total determines the value of that hand.
 EXAMPLE: A, A, Q, 5 = 7
 6, 5, J, 3 = 4 (14)
 2, K, Q, 6 = 8
 5, 5, K, 6 = 6 (16)
 3, 4, 2 = 9
 5, 5, K, K = 0 (10)
5. Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing one (1) additional card. In turn, the player tables his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the "card" or "no card" position. The player may draw an additional card (draw card). Once the cards are tabled, players may not touch the cards.
6. The Player/Dealer's cards are opened last and he is given the option draw.
7. Each player's cards are revealed starting from the action button and compared, in turn to the Player/Dealer's hand.
8. In order to win, a player's hand must have a higher total than the Player/Dealer. In the event that the Player/Dealer's hand and the player's hand are the same total, no money is exchanged. This is considered a "push."

BETTING LIMITS

Players must bet within the table limits. There is no maximum for the Player/Dealer. The designated Player/Dealer can only receive "action" on the total amount he was wagered.

BACKLINE BETS

Each player's position has circles numbered 1, 2, and 3. The number 1 refers to the player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person with the largest wager in action shall have the final say. All wagers in the number 2 or 3 locations will pay equal time collection before each hand.

FEE COLLECTION AND ASSESSMENT METHODS

TEXAS HOLD'EM AND VARIATIONS (HIGH\LOW, PINEAPPLE AND OMAHA).

METHOD: DROP

LIMIT: \$1-\$2 3-5 PLAYERS \$1.50 6-9 PLAYERS \$2.00

\$2-\$4 3-7 PLAYERS \$2.00 8-9 PLAYERS \$3.00

\$3-\$6 OR HIGHER 3-6 PLAYERS \$2.00 7-9 PLAYERS \$3.00

OMAHA 7-9 PLAYERS \$4.00

7 CARD STUD AND VARIATIONS (HIGH\LOW, RAZZ AND 5 CARD STUD)

METHOD: DROP

3-5 PLAYERS \$2.00

6-7 PLAYERS \$3.00

LOWBALL

METHOD: DROP OR TIME COLLECTION

LIMIT \$4-\$20 DROP \$3.00 TIME COLLECTION \$3.00 PER 1½ HOUR

LIMIT \$20.00 STRAIGHT- TIME COLLECTION \$5.00 PER 1½ HOUR

PAN

METHOD: DROP

KONDITION \$.50 3-4 PLAYERS \$1.00 5-7 PLAYERS \$2.00

KONDITION \$1.00 3-4 PLAYERS \$1.00 5-7 PLAYERS \$2.50

KONDITION \$2.00 AND ABOVE 3-4 PLAYERS \$2.00 5-7 PLAYERS \$3.00

MEXICAN POKER

METHOD: DROP OR TIME COLLECTION

LIMIT \$2-\$4 \$3-\$6 \$4-\$8 OR NO LIMIT 3-4 PLAYERS \$2.00 DROP

5-7 PLAYERS \$3.00 DROP

3-7 PLAYERS \$5.00 TIME COLLECTION PER 1½ HOUR

DOUBLE HAND POKER

METHOD: DROP

PLAYER \$5.00 - \$100.00- \$1.00

\$101.00 AND OVER- \$2.00

PLAYER\BANKER \$2.00 AT ALL TIMES

SUPER PAN 9

METHOD: DROP

PLAYER \$5.00-\$100.00- \$1.00

\$101.00 AND OVER- \$2.00

PLAYER\BANKER \$2.00 AT ALL TIMES

DOUBLE HAND POKER

Double Hand Poker is played with a standard 52 card deck plus one Joker. The value of the Joker is the same as draw poker. The Joker counts as an ace, or may be used to complete a straight, or a flush. It must make the hand in which it is placed as high as possible.

Double Hand Poker is dealt on a poker table to a maximum of 7 (seven) positions. The house dealer controls the shuffling and the dealing of the cards, controls the orderliness of the game, and collects time charges based on a fixed fee schedule. At no time does the house dealer participate in the actual play of the game and has no interest in the outcome of the play.

In each round of play, 7 hands are dealt. Each hand contains 7 cards, all dealt face down. After the cards are dealt, the designated player will select the hand to be distributed first. The dice cup will then be shaken by the designated player to determine which seated player receives the first hand. Seated players arrange their 7 cards into 2 hands. They place their cards face down with the 2-card hand in front and the five-card hand in back. The 5-card hand must be of a higher rank than the 2-hand card.

The ranking of hands is the same as in Draw Poker. In order to win, both hands must beat hands of your opponent. The designated player position moves clockwise around the table.

DOUBLE HAND POKER RULES

1. Each table has a limit defining the minimum and maximum amounts that may be wagered on each betting position. There is no maximum on the designated player's wager.
2. The house charges time based on a fixed fee schedule. Each betting circle pays the same fee regardless of the size of the wager. Time is charged for the use of the facilities, services, and personnel of the house. At no time does the house place bets, collect winnings or pay losses. No player ever plays against or makes a wager against the house.
3. Chips should only be sold at the table by the dealer or floorman.
4. All action goes clockwise, starting with the action button.
5. All cards must stay on or above the table surface and remain in clear sight of the house dealer.
6. A non-seated player may bet in association with a seated player. If the seated player and the non-seated player disagree over the play of the hand, the player with the largest wager in action makes the final decision. If two or more players have equal bets on a spot and disagree on the play of the hand, the seated player will have the final say. The smaller bettor may check the hand only with the larger bettor's permission. If the larger bettor refuses, the smaller bettor may have the dealer check to make sure the hand is not foul.
7. In the designated player position, the player who is the primary player (the player who shakes the dice cup) shall make the decision on how the hand is to be set, even if his wager is not the largest.
8. A player has a foul hand, if:
 - A. The 2-card hand is stronger than the 5-card hand.
 - B. The player does not have exactly 2 cards in the front hand.
 - C. The player does not have exactly 5 cards in the back hand.
 - D. The player does not protect his hand and it comes in contact with other cards. The player with the fouled hand may lose his wager to the extent that the designated player's wager covers.

9. If two or more are dealt the wrong number of cards it is a misdeal. If one player receives only 6 cards, he may take the top card off the deck and play will continue (providing that the stub of the deck is correct). If one player is dealt 8 cards, his hand is dead. His time will be returned and play will continue.
10. A player may wager in more than one position. However, a player may see and/or participate in the setting of only one hand regardless of the number of positions on which he has wagered.
11. Any active player is entitled to ask the house dealer the amount of the designated player's bet, to the extent that it affects the asking player's wager.
12. A player cannot be the designated player in a given position unless that player had a wager on that position the previous hand.
13. If the designated player does not take the second bank for any reason (goes broke, leaves the table, etc.), any other player who had wagered at that position may exercise the option to take the second bank.
14. A boxed or exposed card on the deal will be replaced after the completion of the deal by the first card off the stub. Two or more boxed or exposed cards is a misdeal. If the joker or an ace is boxed or exposed it is a misdeal. A card can only be exposed by the house dealer.
15. All bets are final when the dice cup is opened. Any player touching his bet after the dice cup has been opened risks possible forfeiture of his wager to the extent that the designated player's money covers.
16. All bets must be placed with the largest denomination chips on the bottom and the smallest denomination chip on the top. Bets must be in increments of \$5.00.
17. The house will not hold up action or be responsible for setting disputes that raise from "cum-cum" (partnership) bets. "Cum-cum" bets will be paid off and/or collected as one bet.
18. All conversation during play of a hand should be in English.
19. Players may not show or discuss their hands with other active players before the final setting of the designated player's hand.
20. When the designated player's hand has been opened, no one may touch his cards or wager. This may cause the player's wager to be forfeited to the extent the designated player's money covers.
21. All players are responsible for protecting their own hands. If a player's hand is declared foul, the wager is forfeited to the extent that the designated player's money covers.
22. The designated player's hand is not set until he has had a chance to consider the options. The designated player must signify his or her final decision in an obvious manner to the house dealer.
23. If a player's front hand has the same value as the designated player's front hand, it is called a "copy". The designated player's front hand is then considered the winner. The copy rule is also applied to the back hand.
24. A player cannot surrender his hand. All hands must be shown by the house dealer.
25. No side bets or proposition bets of any kind will be allowed.
26. Players are responsible for the final setting of their hands. The house dealer or supervisor may assist and/or offer advice upon request, but is not responsible for the final decision.
27. If the house dealer or supervisor mistakenly sets a hand foul, it will be set the most logical way by the Floor manager and play will continue.
28. All floorman's decisions are final.
29. Management reserves the right to make decisions that are in the best interest of the game, even if a strict technical interpretation of the rules might indicate a contrary decision.

DOUBLE HAND POKER

Double Hand Poker is played with a standard 52 card deck plus one Joker. The value of the Joker is the same as draw poker. The Joker counts as an ace, or may be used to complete a straight, or a flush. It must make the hand in which it is placed as high as possible.

Double Hand Poker is dealt on a poker table to a maximum of 7 (seven) positions. The house dealer controls the shuffling and the dealing of the cards, controls the orderliness of the game, and collects time charges based on a fixed fee schedule. At no time does the house dealer participate in the actual play of the game and has no interest in the outcome of the play.

In each round of play, 7 hands are dealt. Each hand contains 7 cards, all dealt face down. After the cards are dealt, the designated player will select the hand to be distributed first. The dice cup will then be shaken by the designated player to determine which seated player receives the first hand. Seated players arrange their 7 cards into 2 hands. They place their cards face down with the 2-card hand in front and the five-card hand in back. The 5-card hand must be of a higher rank than the 2-hand card.

The ranking of hands is the same as in Draw Poker. In order to win, both hands must beat hands of your opponent. The designated player position moves clockwise around the table.

DOUBLE HAND POKER RULES

1. Each table has a limit defining the minimum and maximum amounts that may be wagered on each betting position. There is no maximum on the designated player's wager.
2. The house charges time based on a fixed fee schedule. Each betting circle pays the same fee regardless of the size of the wager. Time is charged for the use of the facilities, services, and personnel of the house. At no time does the house place bets, collect winnings or pay losses. No player ever plays against or makes a wager against the house.
3. Chips should only be sold at the table by the dealer or floorman.
4. All action goes clockwise, starting with the action button.
5. All cards must stay on or above the table surface and remain in clear sight of the house dealer.
6. A non-seated player may bet in association with a seated player. If the seated player and the non-seated player disagree over the play of the hand, the player with the largest wager in action makes the final decision. If two or more players have equal bets on a spot and disagree on the play of the hand, the seated player will have the final say. The smaller bettor may check the hand only with the larger bettor's permission. If the larger bettor refuses, the smaller bettor may have the dealer check to make sure the hand is not foul.
7. In the designated player position, the player who is the primary player (the player who shakes the dice cup) shall make the decision on how the hand is to be set, even if his wager is not the largest.
8. A player has a foul hand, if:
 - A. The 2-card hand is stronger than the 5-card hand.
 - B. The player does not have exactly 2 cards in the front hand.
 - C. The player does not have exactly 5 cards in the back hand.
 - D. The player does not protect his hand and it comes in contact with other cards. The player with the fouled hand may lose his wager to the extent that the designated player's wager covers.

9. If two or more are dealt the wrong number of cards it is a misdeal. If one player receives only 6 cards, he may take the top card off the deck and play will continue (providing that the stub of the deck is correct). If one player is dealt 8 cards, his hand is dead. His time will be returned and play will continue.
10. A player may wager in more than one position. However, a player may see and/or participate in the setting of only one hand regardless of the number of positions on which he has wagered.
11. Any active player is entitled to ask the house dealer the amount of the designated player's bet, to the extent that it affects the asking player's wager.
12. A player cannot be the designated player in a given position unless that player had a wager on that position the previous hand.
13. If the designated player does not take the second bank for any reason (goes broke, leaves the table, etc.), any other player who had wagered at that position may exercise the option to take the second bank.
14. A boxed or exposed card on the deal will be replaced after the completion of the deal by the first card off the stub. Two or more boxed or exposed cards is a misdeal. If the joker or an ace is boxed or exposed it is a misdeal. A card can only be exposed by the house dealer.
15. All bets are final when the dice cup is opened. Any player touching his bet after the dice cup has been opened risks possible forfeiture of his wager to the extent that the designated player's money covers.
16. All bets must be placed with the largest denomination chips on the bottom and the smallest denomination chip on the top. Bets must be in increments of \$5.00.
17. The house will not hold up action or be responsible for setting disputes that raise from "cum-cum" (partnership) bets. "Cum-cum" bets will be paid off and/or collected as one bet.
18. All conversation during play of a hand should be in English.
19. Players may not show or discuss their hands with other active players before the final setting of the designated player's hand.
20. When the designated player's hand has been opened, no one may touch his cards or wager. This may cause the player's wager to be forfeited to the extent the designated player's money covers.
21. All players are responsible for protecting their own hands. If a player's hand is declared foul, the wager is forfeited to the extent that the designated player's money covers.
22. The designated player's hand is not set until he has had a chance to consider the options. The designated player must signify his or her final decision in an obvious manner to the house dealer.
23. If a player's front hand has the same value as the designated player's front hand, it is called a "copy". The designated player's front hand is then considered the winner. The copy rule is also applied to the back hand.
24. A player cannot surrender his hand. All hands must be shown by the house dealer.
25. No side bets or proposition bets of any kind will be allowed.
26. Players are responsible for the final setting of their hands. The house dealer or supervisor may assist and/or offer advice upon request, but is not responsible for the final decision.
27. If the house dealer or supervisor mistakenly sets a hand foul, it will be set the most logical way by the Floor manager and play will continue.
28. All floorman's decisions are final.
29. Management reserves the right to make decisions that are in the best interest of the game, even if a strict technical interpretation of the rules might indicate a contrary decision.

TEXAS HOLD-EM VARIATIONS

TEXAS HOLD-EM HIGH/LO/ 8

This game is played hold-em style. Where each player receives two cards as his initial hand. The object of the game is to make a high hand or a low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

CRAZY PINEAPPLE HOLD-EM/ 8

This game is played hold-em style. Where each player receives three cards as his initial hand. After the flop each player must discard one card leaving him with two hole cards. The object of the game is to make a high hand or a low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

TAHOE PINEAPPLE HOLD-EM/ 8

This game is played hold-em style. Where each player receives three cards as his initial hand. The player retains all three cards throughout the game. Players may use a maximum of two cards from their hole cards to make a high or low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for a low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

OMAHA HOLD-EM/ 8

This game is played hold-em style. Where each player receives four cards as his initial hand. Players must use exactly two cards of their four along with three of the common cards exposed on the table in order to form their five card Poker hand. Players can make a high or low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. The pot is split equally between the high hand and the low hand if no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "King" bonus cards, four "Queen" bonus cards, four "Jack" bonus cards, and four "10" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays ~~6 to 5~~.
- A "BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

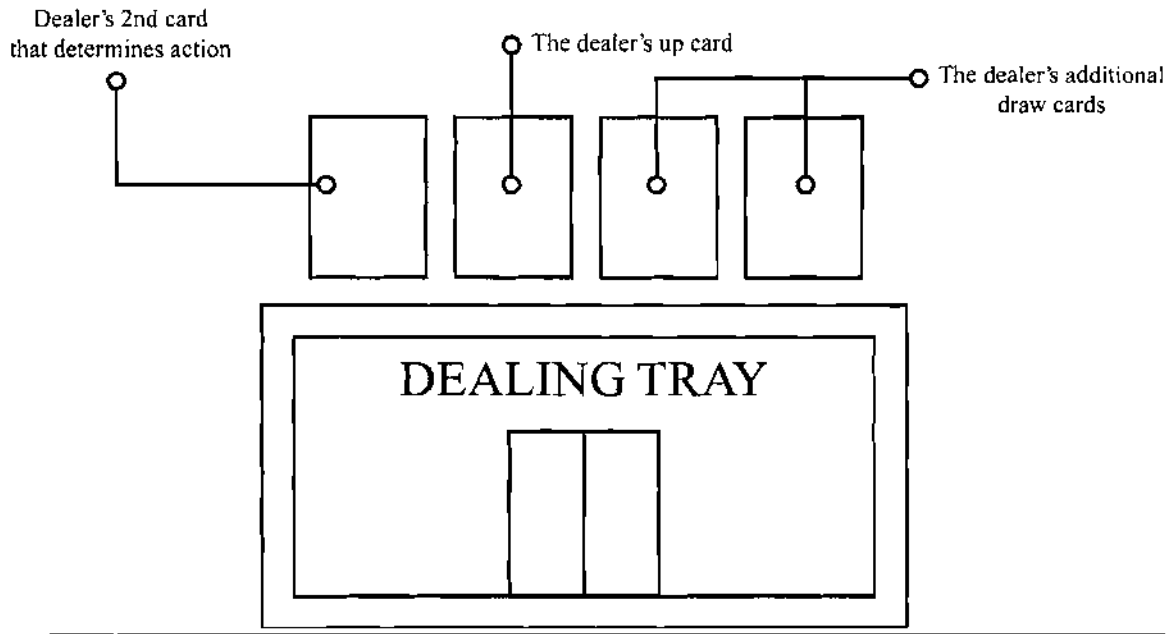
will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on

Hard 19 or more

Must Hit on

Hard 11 or less

Have Option on

All other counts

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
 - a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
 - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only

receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Insurance- If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than $\frac{1}{2}$ of a Player's original wager. Insurance may not be offered in casinos where Pure 21.5 Blackjacks pay 6/5 or 7/5.

Even Money- In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to $\frac{1}{2}$ of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to $\frac{1}{2}$ of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

Player/Dealer 888 Option- If the Player/Dealer's hand is 888 (three eights), all Players who have a total exceeding 21.5 **win**. (The option currently being offered is the same as this one, except all Players exceeding 21.5 **push**).

Player/Dealer 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 (three eights). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Same Color 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 of one color (three eights of one color). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Suited 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is a suited 888 (three eights all the same suit). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Suited 777, Suited 678, and Unsuited 777- Casinos could offer Bonuses to Players that have hands that consist of three suited sevens, three unsuited sevens, and a six, seven, and eight of the same suit. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Same color 777 and same color 678- Casinos could offer Bonuses to Players that have hands that consist of three sevens of the same color and also a six, seven, and eight of the same color. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Seven Card Charlies- Casinos could offer Bonuses to Players that have hands that contain seven or more cards that total less than 21.5. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Bonuses or Jackpots for Two, Three, Four, Five, or more Pure 21.5 Blackjacks in a row- Casinos could offer Bonuses or Jackpots to Players that have a Pure 21.5 Blackjack on consecutive hands. Payoffs could increase as the number of consecutive hands increases. Each individual casino will decide collection fees, distribution percentages, and funding methods.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the

meaning of **OLIVER V. COUNTY OF LOS ANGELES** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

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